## ELITE 1520APL TECHNICAL MANUAL

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#### INTRODUCTION

The DATAMEDIA Elite 1520A APL/ASCII Video Terminal is a stand-alone separable terminal containing an alphanumeric display, keyboard, storage, control logic and an asynchronous communications interface.

The Elite 1520A is plug compatible with Teletypewriter\* Models 33 and 35 and is a convenient substitute where the requirement for hard-copy is a secondary consideration.

There are certain additional advantages:

APL character font
quiet operation
editing plus roll mode
50 to 9600 Baud
80 characters per line
no end of line hangups
Upper/Lower Case (ASCII)
addressable cursor
tape mode
greater reliability
electronic keyboard
attractive modern styling
modular construction to facilitate maintenance
computer or operator-controlled printer output
fixed tab

The Elite 1520A APL/ASCII is an ideal terminal for data entry and information retrieval. The applications are only limited by the imagination of the user.

The physical characteristics and styling are on level with office or data processing decor.

Both domestic and European models of the Elite 1520A APL/ASCII are available.

The low cost, low maintenance and high quality of the Elite 1520A APL/ASCII is a reason it will become an integral part of systems tailored to meet the growing demands in the data communications industry.

<sup>\*</sup> Teletypewriter is a registered tradename of Teletype Corporation, Skokie, Illinois

## ELITE 1520A APL/ASCII SPECIFICATIONS

•	
SCREEN CAPACITY	1920 characters
SCREEN TYPE/SIZE	P4 white, 12 inch
SCREEN FILTER	Gray or Green
CHARACTERS PER LINE	80
LINES OF DISPLAY	24
CHARACTER GENERATION	5 x 7 dot matrix within a 5 x 9 dot field to provide true lower case descenders
CHARACTER SIZE	0.18"H x 0.09"W
CHARACTER SET	Full ASCII - upper/lower case 128 codes stored
REFRESH RATES	50 or 60 Hz
DATA RATES	50 to 9600bps, asynchronous
MEMORY TYPE	MOS
KEYBOARD	Electronic, typewriter layout with numeric cluster and cursor controls
CURSOR	Addressable X-Y coordinates; non- destructive, blinking cursor up, down, right, left, home and fixed tab
KEY CONTROLS	Erase screen, erase to end of page
OPERATING MODES	Full or Half Duplex, Roll or Tape Mode
ALARM .	Audible on alarm code or eight characters from end of line
INTERFACE-LINE	RS232C; lamp indicators for carrier detect, and clear to send
INTERFACE-PRINTER	Printer output computer or keyboard-controlled
VIDEO OUTPUT	Provision to drive up to 16 external monitors
DIMENSIONS	Display/Controller Keyboard
Depth Height Width Weight	35.24cm (13.875 in.) 21.21cm (8.35 in.) 37.78cm (14.875 in.) 8.38cm (3.30 in.) 35.56cm (14.00 in.) 45.72cm (18.00in.) 14.06kg (31 lbs.) 3.25kg (7.16 lbs)
OPERATING ENVIRONMENT	$+10^{\circ}$ C to $+40^{\circ}$ C ( $+50^{\circ}$ F to $+100^{\circ}$ F) Humidity $+10\%$ to $+80\%$ (non-Condensing)
POWER	100/125V 50/60Hz 75 Watts 200/250V 50/60Hz 75 Watts

#### TERMINAL ENVIRONMENTAL CONSIDERATIONS

The Datamedia Elite 1520A APL/ASCII Video Terminal will operate within the parameters and characteristics listed below:

### Terminal Physical and Environmental Characteristics

DIMENSIONS	Display/Controller	Keyboard
Depth Height Width Weight	35.24cm (13.875 in.) 37.78cm (14.875 in.) 35.56cm (14.00 in.) 14.06kg (31 lbs.)	8.38cm (3.30 in.) 45.72cm (18.00in.)
OPERATING ENVIRONMENT	$+10^{\circ}$ to $+40^{\circ}$ C (+50°F Humidity +10% to +80%	
POWER REQUIREMENTS	100/125V 50/60H 200/250V 50/60H	
POWER CORD	6 Feet (standard leng	th)
DATA SET CABLE (optional)	6 Feet (standard leng	th)
KEYBOARD CABLE	6 Feet (standard leng	th)

#### **OPERATION**

#### UNPACKING

The Elite 1520A APL/ASCII has been carefully packed to ensure its safety during shipment. To remove the Elite 1520A APL/ASCII from the shipping carton, the terminal should be lifted by grasping the underside of the base with both hands. It is recommended that the terminal be lifted in this manner at all times and never lifted by grasping the hood. In the event that shipping damage has occurred, file a claim against the carrier and notify Datamedia Corporation immediately.

#### INSTALLATION

- Check that the hood has not been shifted or the base damaged in any way.
- 2. Insert the power cord into a normal power outlet 100/125 VAC grounded wall plug, or if specified, 200/250 VAC.
- 3. Set the DATA RATE switch to any one of the two speeds which you have pre-selected.
- 4. Insert the modem cable into the RS-232 output of the terminal and other end into an RS-232 compatible acoustical coupler or modem. (Connector plug in the rear of the terminal marked LINE).
- 5. Turn on the POWER switch, (power switch is located on the right side of the terminal), wait 30 seconds for the raster to appear, adjust contrast and brightness located on the right side of the terminal to your own liking.
- 6. With the FULL DUP (Full Duplex) switch in the UP (Half Duplex) position, type several characters and check for the correct display.

#### FIRST-TIME OPERATION

Turn on primary power using the ON/OFF switch located to the right side of the Terminal. The Select switches should be set for HALF DUPLEX. Select any character and hold that key depressed along with the REPEAT key and verify that the screen fills up with that character.

Adjust the brightness control until the raster is no longer visible and then adjust the contrast control for the most pleasing presentation. A moment spent on determining the optimum setting for both brightness and contrast controls is well spent since this will reduce operator fatigue and remember that the setting may require to be changed as ambient light levels change.

When entering the data from the keyboard, an audible alarm (beep) should be heard when the eighth character position from the end of each line is reached. This alarm serves the same purpose as the bell on a typewriter. The only other condition that will cause the alarm to sound will be the reception of the bell code (CTRL) (G). Characters will enter on the bottom line and the display will move up one position as each line is filled.

For your convenience, two of the common signal indicators available from your communications modem have been extended through the Video Display Terminal to the front panel where they activate lamp indicators. The lamp (CD) will indicate CARRIER DETECT and the lamp (RS) will indicate READY TO SEND.

#### TRANSMISSION MODES

The Video Display Terminal is designed for serial transmission over data lines. Transmission may be HALF DUPLEX (computer to display alternates with keyboard to display and computer), or FULL DUPLEX (computer to display simultaneous with keyboard to computer). The attention of the user is drawn to the fact that the terminal is factory-programmed for two particular transmission speeds, with one or two Bits as stop mark.

#### CONTROLS

The control functions should now be checked in the Half Duplex Mode to verify that:

REPEAT: Standard Keyboard Controls used in

conjunction with any other character

or function to cause a repeat.

CARRIAGE Causes the cursor to move to the first

RETURN: position of the line.

LINE FEED:  $\vee$  Moves the display up one row from

bottom row.

SHIFT: Located on both sides of the keyboard;

used with dual legend keys to select

the upper legend.

#### ELITE 1520A APL/ASCII

#### FRONT PANEL CONTROLS

- 1. TAPE when this switch is depressed, it enables the unit to store and display control codes. Its function is identical to the TAPE key located on the keyboard.
- 2. FULL DUP when this switch is depressed the unit is placed in FULL DUPLEX mode. With the switch up, the unit is in HALF DUPLEX, in which data is transmitted to the line as well as to the display.
- 3. <u>DATA RATE</u> Enables the user to select one of two factory-programmed bit rates. Speed one is selected when the switch is in the up position.
- 4. EIA selects the transmit/receive interface. When pressed, the unit will operate through the EIA standard interface. If the unit is equipped with a current loop interface, it will be selected when the switch is up.
- 5. ASCII with this switch depressed, the terminal will operate as a normal ASCII unit with an upper and lower case display. With the switch up, in the APL mode, the terminal will display APL character fonts and upper case ASCII characters. The transmission codes will remain the same. Overstruck characters can be formed by using the BACK CURSOR control.

#### GENERAL OPERATING INFORMATION

The Elite 1520A APL/ASCII has been designed to receive and transmit data up to 9600 baud and perform all functions with no additional controls.

- 1. Home (EM) will return the cursor to the Home position (first character, first line).
- 2. Forward Cursor (FS) a non-destruct code, will cause the cursor to advance one character position to the right. If there are no character positions to the right, the cursor will advance to the first character of the next line.
- 3. Back Cursor (BS) a non-destruct code, will move the cursor one character position to the left. If the cursor is in the first character position, it will move to the eightieth character position of the line above.
- 4. Up Row Cursor (US) a non-destruct code, will cause the cursor to move up one row. When the first row is reached the cursor will remain there.
- 5. Down Row Cursor (LF) a non-destruct code, will move the cursor down one row. When the last row is reached it will move the data up one row leaving the last row blank.
- 6. Return (CR) a non-destruct code, will move the cursor to the first character position of the line. Can be strapped to provide an automatic line feed.
- 7. Erase to End of Line (GS) This code will erase all data from the cursor to the end of line.
- 8. Erase to End of Page (VT) This code will erase all data from the cursor to end of page.
- 9. <u>Erase (FF)</u> This code will erase all data and home the cursor.
- 10. Start Address (RS) This code will place the terminal in the X-Y addressing mode. The next character will be the character address, and the following character the row address. Data may be entered from that point in the normal manner.
- 11. Printer On (SO) This code will cause all receive or transmit data to be directed to the printer output, which is an RS232 Interface.
- 12. Printer Off (SI) This code will remove the printer output connection.
- 13. Horizontal Tab (HT) fixed to every eighth character position. Can be strapped to provide a tab to every fourth character position. The tabs are not dependent on the starting point of the cursor.

Programmable Lead-in Character (ESC) - when enabled, requires the decoding of an ESC code before any of the following codes can be operated on: HT, VT, FF, SO, SI, GS, RS.

#### STANDARD FEATURES AVAILABLE

#### A. PARITY GENERATION

The system transmits even parity; however, the parity bit may be forced to a constant mark by use of an internal program strap.

#### B. TWO SPEED SELECTION

The system has made two speeds available to the user in the manner of a mode switch on the keyboard panel. Speeds available are in the range of 50 baud up to 9600 baud.

C. FULL/OR HALF DUPLEX SWITCH

Selectable from front panel.

D. RECEIVE/TRANSMIT TO PRINTER

Control Code Selectable.

E. LINE CONDITIONS

Lamp indicators on the front panel, (CD) Carrier Detect and (RS) Ready to Send.

F. CURSOR CONTROL

Non-destructive, up, down, right, left, home.

G. AUDIBLE END OF LINE INDICATOR

Audible end of line bell sounds when the 72nd character of a line is entered; also, sounds when the "bell" character is received.

H. X-Y COORDINATES

X-Y coordinates cursor positioning.

I. ROLL MODE

Roll type operation from bottom line of display.

- J. EIA INTERFACE
- K. FIXED TAB
- L. PROGRAMMABLE LEAD-IN CHARACTER
- M. APL OR ASCII OPERATION

## OPTIONAL FEATURES

- A. Optical Interface 20 milliamp
- B. 1200 or 300 Baud Integral Modem
- C. Optional Control Sets (factory-programmed as required by user)

## CONTROLS PROVIDED WITH OPTIONAL LOWER CASE KEYBOARD

TAB:

EOL: Erase data from cursor to end of the line Erase data from cursor to end of page EOS: Erase Page and home cursor CLEAR: TAPE: Mode key controls Tape mode entry PRINT OFF: Stops output to printer Enables output to printer PRINT: UP ROW CURSOR: ↑ Up row cursor BACK CURSOR:  $\leftarrow$ Back cursor Home HOME: Forward Cursor FORWARD CURSOR: → DOWN CURSOR: Down Cursor

Tab

0

BITS

0	l	5/	E	3 <b>IT</b> S	<u> </u>	<b>\</b> 5	0	ı	0	1	0	ı	·O	1
CON	TROL	4	3	2	1		000000 884 887-	8←→5	<b>8</b> ←→6	84. →5	å <del>⊄ ≯</del> ā	<b>%</b> ←→ä	<b>8</b> ←→5	å←→ā
NUL	DLE	0	0	0	0	RO RI R2 R3 R4 R5 R6 R7 R8								
SOH	DCI	0	0	0	1	RO ↑								
STX	DC2	0	0	1	0	RO PRO R9								
ЕТХ	DC3	0	0	l	1	RO PR9								
EOT	DC4	Ò		0	0	RO PS								
ENQ	NAK	0	Î	0		RO PR9								
ACK	SYN	0	1	1	0	RO ↑ R9								
BEL	ЕТВ	0	1	1	Milliagoxico/ijimahanananananananananananananananananana	RO PRO REP								
BS ×	CAN		0	0	0	RO PR9								
HT TAB	HOME		0	0		RO ♣								
LF *	SUB		0	1	0	RO PS								
ERASE EOP	ESC	Ì	0	-		RO A R9								
FF CLEAR	FS *			0	0	₽ → ₩								
RETURN	ERASE EOL		νI	0	I	RO ↑ PS								
PRINT	X-Y ADDRESS		l	1	0	R9 ★								
PRINT OFF	<u>us</u> *		ı	1	1	RO + R9								

## ELITE 1520 UPPER/LOWER CASE

0	0	7		···		7	0	0	0	0	l	1		
0	0	6	t	3ITS	5	6	0	0	l	1	0	0	l	l
0	1	5/	E	3ITS	<u>S</u>	<b>\</b> 5	0	1	0	1	0	l	0	
CON	TROL	4	3	2	1		000000 004 to y-	క⊶∍్ద	<b>8</b> ← →a	8< →5	<b>జ</b> ⊶-	<b>%</b> ←→ā	<b>%</b> ←→5	<b>%</b> ←→5
NUL	DLE	0	0	0	0	RO RI R2 R3 R4 R5 R6 R7 R8								
SOH	DCI	0	0	0	1	RO ♣ R9								
STX	DC2	0	0	1	0	RO PO R9								
ETX	DC3	0	0		1	R ◆ → R9								
EOT	DC4	Ô	I	0	0	RO P								
ENQ	NAK	0		0		RO PS								
ACK	SYN	0	1	1	0	RO ♠								
BEL	ETB	0		ı	١	RO ♣								
BS <b>*</b>	CAN	1	0	0	0	RO A								
HT TAB	HOME		0	0	l	RO 4								
<u>L</u> F	SUB		0		0	RO ◆ → PS								
ERASE EOS	ESC		0	1	•	RO R9								
MASTER RESET	**	1	1	0	0	RO PRO RS								
RETURN	ERASE EOL	1	I	0		RO A								
PRINT	X-Y ADDRESS	1	1	1	0	RO ◆ ◆ R9								
PRINT OFF	<u>∪s</u> *	I		l		RO A								

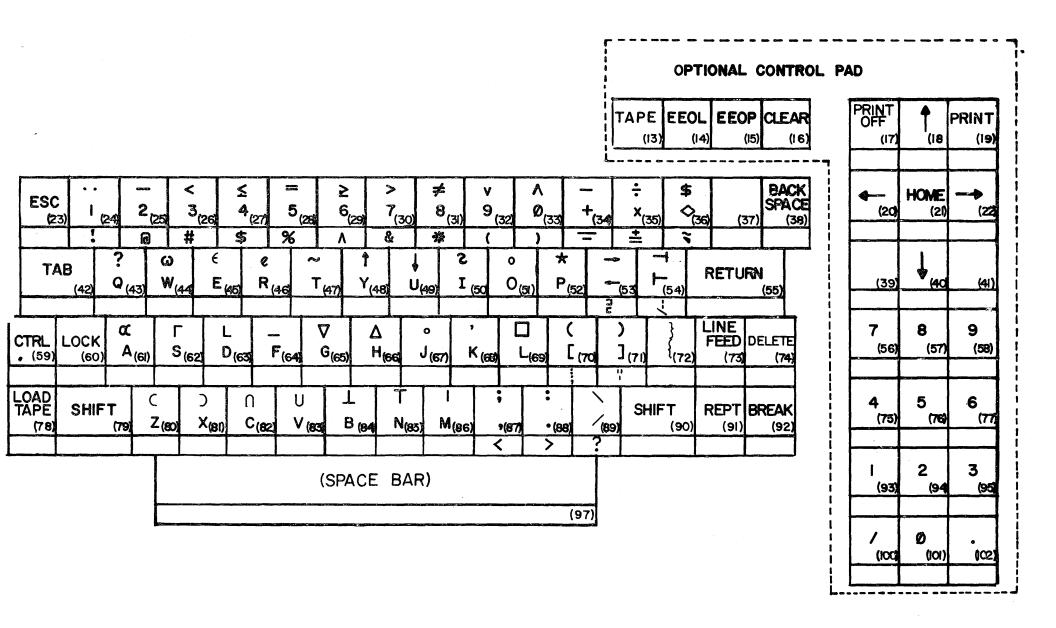
## ELITE-1520 TYPEWRITER PAIRED-APL

0	0	7		\T		7	0	0	0	0		l	ı	
0	0	6	t	3IT:	<b>5</b>	6	0	0	1	l	0	0	l	1
0	<u> </u>	5/	E	3ITS	S	\5	0	l	0	ı	0		0	1
	TROL	14	3	2			000000 984889—	8←→5	<b>%</b> ←→ā	8€→5	<b>%</b> ←→5	<b>%</b> ←→5	8←→5	8←→2
NUL	DLE	0	0	0	0	RO R1 R23 R34 R55 R6 R7 R8 R9								
SOH	DCI	0	0	0		RO ◆								
STX	DC2	0	0	ı	0	RO ◆ P9								
ЕТХ	DC3	0	0	-	ı	RQ ♠ ₩								
EOT	DC4	0		0	0	RO ♣ R9								
ENQ	NAK	0	1	0		RO ♣ • • • • • • • • • • • • • • • • • •								
ACK	SYN	0	<b></b>		0	RO <b>↑ №</b> R9								
BEL	ETB]	0	1		-	RO <b>♦</b> • • • • • • • • • • • • • • • • • • •								
BS *	CAN		0	0	0	R• → ▶89								
HT TAB	HOME	-	0	0	l	RO ♣ ₽9								
LF *	SUB		0		0	RO <b>◆ →</b> R9								
ERASE EOP	ESC		0	1		RO PB								
CLEAR	FS *	1	1	0	0	RO R9								
RETURN	ERASE EOL		I	0	1	RO ♣ R9								
PRINT	X-Y ADDRESS	1	1	1	0	RO ♣ R9								
PRINT OFF	<u>us</u>	1	•	J	1	RO Pro								

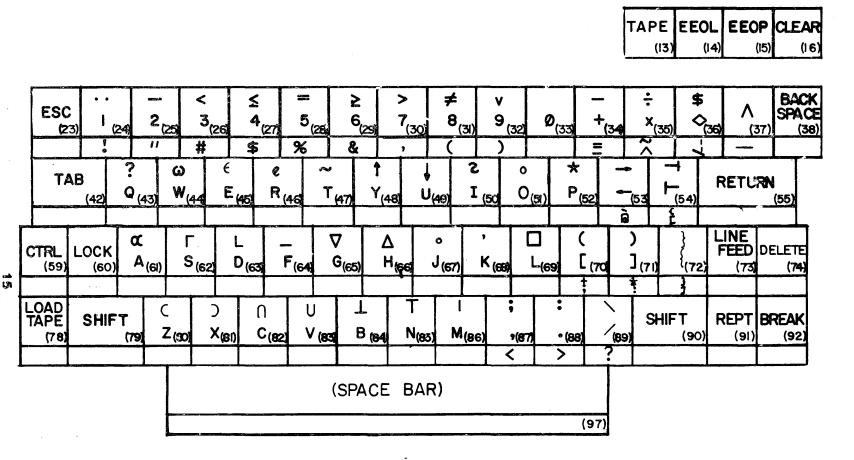
<sup>\* -</sup> CURSOR CONTROL

## ELITE 1520 UPPER/LOWER CASE ANSI STANDARD

0	0	7				7	0	0	0	0		1		1
0	0	6	E	3ITS	S	6	0	0	1	1	0	0	ı	l
0	1	5/	E	3ITS	<u> </u>	<b>\</b> 5	0	1	0	١	0	J	0	
CON	TROL	4	3	2	1		858 4 85- 854 85-	8← →5	% <del>4 →</del> ప	84 →ā	84 →ā	84 → 5	84→5	8←→5
NUL	DLE	0	0	0	0	2=22222222								
SOH	DCI	0	0	0		24 → ₽								
STX	DC2	0	0	I	0	2 4>2								
ETX	DC3	0	0	1		2 ← → 2								
EOT	DC4	0	1	0	0	\$€								
ENQ	NAK	0	1	0	1	2←→₽								
ACK	SYN	0	1	1	0	₽4 → ₽								
BEL	ETB	0	1	I	J	₽ ← →₽								
B\$ <b>★</b> *	CAN	ı	0	0	0	₽4 →₽								
TAB	HOME	I	0	0	1	₽ → ₽		:::						
LF <b>★</b> *	SUB		0	ı	0	34								
ERASE EOS	ESC	ı	0	I	-	RO A								
MASTER RESET	**	1	1	0	0	34 → 3								
RETURN	ERASE EOL		I	0	I	<b>R</b> 2								
PRINT	X-Y ADDRESS	1	1	1	0	₽2 <b>↑</b>								
PRINT OFF	<u>∪s</u>	ı	I	1	1	RO PRO								



APL KEYBOARD-TYPEWRITER PAIRED



PRINT OFF	<b>†</b>	PRINT
(17)	(18	(19)
4-	HOME	
(20)	(21)	(22
(39)	40	(41)
	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	
7	8	9
(56)	(57)	(58)
4	5	6
(75)	(76)	(77
(93)	2 (94	3 (95
1	Ø ·	•
(100	(101)	105

## CODE GENERATION TABLE I

This chart gives the codes that can be transmitted from the Elite 1520 keyboard.

					T .	T -				Γ _		
Bi					0	0	0	0	1	1	1	1
Bi	Lt 6				0	0	1	1	0	0	1	1
Ві	Lt 5			<del></del>	0	1	0	1	0	1	0	1
Co	01			<del>&gt;</del>	0	1	2	3	4	5	6	7
Bit 4 ↓	Bit 3 <b>↓</b>	Bit 2 ₩	Bit 1	Row	Note 4	Note 2	Note 3	1	Note 1		Not	е
0	0	0	0	0	NUL	DLE	SP	0	@	P	`	P
0	0	0	1	1	SOH	DC1	1	1	A	Q	а	q
0	0	1	0	2	STX	DC2	11	2	В	R	Ъ	r
0	0	1	1	3	ETX	DC3	#	3	С	S	С	s
0	1	0	0	4	EOT	DC4	\$	4	D	T	d	t
0	1	0	1	5	WRU	NAK	%	5	E	บ	6	u
0	1	1	0	6	ACK	SYN	&	6	F	V	f	v
0	1	1	1	7	BEL	ETB	1	7	G	W	g	w
1	0	0	0	8	BS*	CAN	(	8	Н	X	h	х
1	0	0	1	9	HT*	EM*	)	9	I	Y	i	у
1	0	1	0	10	LF*	SUB	*	:	J	Z	j	z
1	0	1	1	11	VT*	ESC	+	;	K	C	k	{
1	1	0	0	12	FF*	FS*	<u>,</u> %	<	L	\	1	0
1	1	0	1	13	CR*	GS*	_*	=	M	3	m	}
1	1	1	0	14	S0*	RS*	.*	>	N	<b>†</b>	n	~
1	1	1	1	15	SI*	US*	/*	?	0	<b>*</b>	0	Rub

- Note 1. \*available on the keyboard (see General Operating Information). (Optional)
- Note 2. Can be transmitted by (CTRL) key and adjacent character column 5 (some characters available on the keyboard).
- Note 3. Can be displayed by (shift) key and adjacent character column 3 (some characters available on the keyboard).
- Note 4. Can be transmitted by (CTRL) key and adjacent character column 4 (some characters available on the keyboard). (displayed in Tape Mode)
- Note 5. Can be transmitted and displayed in the lower case form. (Optional)

## CONTROL CODE FONT ASCII

<u>B1</u>	B2:	B3	B4	B5	В6	<b>B7</b>	Octal	Display Char.	ASCII
0	0	0	0	0	0	0	000		NUL
1	0	0	0	0	0	0	001		SOH
0	1	0	0	0	0	0	002		STX
1	1	0	0	0	0	0	003		ETX
0	0	1	0	0	0	0	004		EOT
1	0	1	0	0	0	0	005	•	WRU
0	1	1	0	0	0	0	006	green a f a co	ACK
1	1	1	0	0	0	0	007		BEL
0	0	0	1	0	0	0	010	100 100 101 100 101 100 101 100 100 100	RS
1	0	0	1	0	0	0	011		HT
0	1	0	1	0	0	0	012		TT
1	1	0	1	0	0	0	013	. 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	VT
0	0	1	1	0	0	0	014 📙	on gogog gogon goodg gogog gogon goodg good	į FF
1	0	1	1	0	0	0	015	Beite Der Gren er im mire en in en en	CR
0	1	1	1	0	0	0	016	•	SO
1	1	1	1	0	0	0	017		SI
0	0	0	0	1	0	0	020		DLE
1	0	0	0	1	0	0	021		DC1
0	1	0	0	1	0	0	022		DC2
1	1	0	0	1	0	0	023		DC3
0	0	1	0	1	0	0	024		DC4
1	0	1	0	1	0	0	025		NAK
0	1	1	0	1	0	0	026		SYN
1	1	1	0	1	0	0	027		ETB
0	0	0	1	1	0	0	030		CAN
1	0	0	1	1	0	0	031		EM
0	1	0	1	1	0	0	032		SUB
1	1	0	1	1	0	0	033		ESC
0	0	1	1	1	0	0	034		FS
1	0	1	1	1	0	0	035		GS
0	1		1	1	0	0	036		RS
1	1	1	1	1	0	0	037		US

#### TECHNICAL DESCRIPTION

#### A. INTRODUCTION

The information contained in this manual applies to the Upper/Lower case Elite 1520A APL/ASCII Video Display Terminal.

#### B. GENERAL

- 1. Power Supply
- 2. Monitor
- 3. Backplane
- 4. Mode Switches
- 5. Memory Display Board
- 6. 7-Level Memory (Part of Unit 5)
- 7. Recirculation Registers (Part of Unit 5)
- 8. ROM (Part of Unit 5)
- 9. Output Register and Mixer (Part of Unit 5)
- 10. Timing Board
- 11. Video Timing (Part of Unit 10)
- 12. Memory Timing (Part of Unit 10)
- 13. Transceiver
- 14. Speed Control Timing (Part of Unit 13)
- 15. UAR/T (Part of Unit 13)
- 16. Memory Coincidence Timing (Part of Unit 13)
- 17. Memory Control Timing (Part of Unit 13)
- 18. Upper and Lower Case Keyboard
- 19. Keyboard Cable and Base
- 20. APL Memory Display

1. Power Supply provides four independently regulated voltage buss levels: +15, +12, -12 and +5. The three higher voltage regulators are 1 Amp regulator chips, using external components for voltage adjustments. These chips are internally current limited, have thermal shut down and are essentially blowout proof. The 5 Volt circuit has an IC regulator with external booster transistors added. Foldback current limiting is employed. Protective diodes across the busses protect each regulator against accidental buss-to-buss shorts. The output voltage of each buss is adjustable over a limited voltage range by 'trim-pots' mounted on the power supply PC board.

The 5V supply is provided with over-voltage protection which is normally set up so that a rise of voltage on the buss above the preset limit will cause the over-voltage protective circuit to trip, which effectively crowbars the supply. The load connected externally to the 5V supply is further protected against a catastrophic power supply failure, such as a shorted 'pass transistor' by a fuse in series with the raw DC input to the regulator. If the over-voltage protection is tripped as a result of some transient phenomena, the supply may be reset by momentarily turning off the primary AC power input.

The power supply transformer is provided with a split primary winding which allows the primary to be connected for either 117V AC or 230V AC nominal operation to suit domestic and/or European requirements. The transformer is also provided with an electrostatic shield between primary and secondary windings in accordance with GPO requirements. Since AC fusing appears in the Elite 1520A APL/ASCII of which the power supply is a sub-assembly, there is no provision for primary fusing on the supply itself.

#### 2.1 MONITOR DESCRIPTION

The TV monitor is a solid-state unit for use in industrial and commercial installations where reliability and high quality video reproduction are desired.

The monitor features printed circuit board construction for reliability and uniformity. All circuits of the TV monitor are transistorized. The synchronization circuits have been custom designed to accept vertical and horizontal drive signals thus enabling the interfacing of this monitor with industrial or simple sync sources. This feature simplifies the user's sync processing and mixing and allows the unit to operate without requiring composite sync. The electronic packaging has been miniaturized for compatibility with small volume requirements.

#### Internal Set Up Controls

- (1) Height
- (2) Vertical Linearity
- (3) Vertical Hold
- (4) Focus
- (5) Width

#### External Set Up Controls

- (1) Brightness (100 Kilohm potentiometer  $\geq$  1/8 Watt)
- (2) Contrast (500 ohm potentiometer  $\geq 1/8$  Watt)

The Brightness and Contrast controls are mounted on the right-hand side of the controller above the ON/OFF switch.

- 3. Backplane utilizes four 60 pin leaf pin type connections.
- 4. Mode Switch an eight-position, double pole, double throw switch assembly. Five switches are used as single pole, single throw.
- 5. Memory Display Board 2DAAA018 (Units 6, 7, 8, 9)
- 6. Memory made up of dual 512-bit MOS dynamic shift registers. These registers are arranged to make a 2048 bit shift register. The seven ASCII Data bits are stored in these registers in a parallel arrangement.
- 7. Recirculating Registers are Quad 80-bit dynamic shift registers with an internal recirculating path.
- 8. R.O.M. SCM3094L is an Upper/Lower case, 128 character,  $5 \times 9$  static character generator.
- 9. Output Register and Mixer the output register is a 5-bit parallel in, werial out shift register. The mixer modulates Video Data and Composite Sync to develop Composite Video.
- 10. Video Timing 380DAE0600, 380DAE1000 (Units 11, 12)
- 11. Memory Timing the memory timing is driven by a 9.36 MHz oscillator. There are three memory counters: Video Bit Counter is a three-stage shift register, Memory Character Counter is a seven-stage divide by 80 counter, and Memory Row Counter is a five-stage divide by 32 counter. The arrangement of these counters develop \$\text{01}\$ and \$\text{02}\$ memory clocks, which occur 2048 times per memory timing cycle.

- 12. Video Timing driven by a 9.36 MHz oscillator. There are four Video Counters: the Video Bit Counter is a four-stage divide by six counter shift register, Video Character Counter is an eight-stage divide by 100 counter, Video Line Counter is a four-stage divide by 10 counter, and Video Row Counter is a five-stage divide by 26 or 31 counter for 60 Hz or 50 Hz respectively, exactly 260 lines or 312 lines respectively.
- 13. Transceiver 2DAAA016 (Units 14, 15, 16, 17)
- 14. Special Control Timing a 12-stage programmable counter designed to divide 3.12 MHz by 2 to 4097. Its output is equal to 16 times the operating baud rate. It is controlled by two program gates. (See Page 20 for Programming Information)
- 15. <u>UAR/T</u> The Universal Asynchronous Receiver/Transmitter is an LSI subsystem which receives and transmits binary characters from the Keyboard in parallel or from a computer in serial.

#### **FEATURES**

DTL and TTL Compatible--no interfacing circuits required--drives one TTL load.

Fully Double Buffered--eliminates need for system synchronization, facilitates high-speed operation.

Full Duplex Operation -- can handle multiple baud rates (receiving-transmitting) simultaneously.

Start Bit Verification--decreases error rate with center sampling.

Receiver center sampling of serial input; above 40% distortion immunity.

- 16. Memory Coincidence Timing is a comparison of Memory Character Timing (MC#) to the Static Character count (CC#) along with Memory Row count (MR#) to the Static Row count (CR#) to develop (MC) and (DCOIN).
- 17. Memory Control Timing is the gating control circuits necessary to recognize control codes as they are received and complete their operation within one character time at 9600 baud. (See General Operating Information for Control Codes)

18. Upper/Lower Case Keyboard - The Elite 1520A APL/ASCII Keyboard circuit is designed with a divide by 16 counter for keyboard bits 1 through 4. The counter advances continuously until a key is depressed. When a key is depressed, the counter will stop at the count determined by the key depressed. The counter outputs will be gated into bits 5 through 7 in order to develop output bits 1 through 7. The gating that develops bits 5 through 7 generates Keyboard Strobe.

Keyboard Strobe is delayed to compensate for switch bounce. Keyboard Strobe remains for a short period of time after the key has been released. The coding of the key is determined by the ASCII character code required.

- 19. Keyboard Cable and Base The keyboard cable length is 6' long and is terminated in a 25-pin male cinch Jones connector.
- 20. APL Memory Display The APL Memory Display has the same basic blocks as the ASCII Memory Display. The only basic difference is in APL Mode, it generates an LD2 for the second Memory and has output recirculating gates that control R.O.M. output of ASCII or APL data to display.

### DATA RATE PROGRAMMING

Data Rate selector switch: programmable for two speed control.

### DATA RATE PROGRAMMING

SPEED	F·	E	D	С	В	A	H	ACTUAL SPEED
50	. 9	10	11	12	4	5	6	50
75	2	10	3	12	6			75
110	2	10	11	4	6	7	8	110
150	9	2	11	5				150
300		10	4				8	300
600	1	2				7	9	600
1200	1				6		8	1196
1800	2		4		6	7_		1806
2400	2	3	4			7	1	2407
3600		3	4		6			3611
4800	2	3			6		1	4756
7200			4	5			1	7222
9600	2			5				9750

 $\frac{195000}{\text{SPEED IN BAUD}}$  -2 = WEIGHT TO BE PROGRAMMED

#### PROGRAMMING INFORMATION

It is recommended that whenever possible, logic cards should be returned to the factory for programming. Should you find it desirable to do it yourself, the following information is provided for your convenience.

A. <u>Jack Locations</u> - In the Elite 1520A APL/ASCII, the logic cards are arranged as follows:

Jack One - APL MEMORY DISPLAY
Jack Two - MEMORY DISPLAY
Jack Three - TIMING
Jack Four - TRANSCEIVER

Jacks are numbered from top to bottom. Access to the card cage is through the front panel.

### B. Transceiver (J4) Programming:

- Back Space: No back space from first character position--TT-UU.
- 2. Return: Auto line feed on CR--G1-F1. No auto line feed on CR--G1-H1.
- 3. Horizontal Tab: Every eighth character position--YY-ZZ
  Every fourth character position--cut YY-ZZ
- 4. Escape Lead-in Enabled--A1-B1
- 5. Parity: Odd G to M
  Even V to M (Factory)
  None V to J
  ONE J
  ONE Gisconnected
- 6. Stop Bits: 1 Stop Bit (Speed 1) Z to Y
  1 Stop Bit (Speed 2) AA to BB
  2 Stop Bits No Strap
- 7. Mark Parity: No Parity (See 5)
  2 Stop Marks (See 6)

Meta-char; Jon UART: G > one V > short.

## INTERFACE INFORMATION

#### RS-232 Line Interface

The connectors shown in Table Two (2) are the communications interface for the Elite 1520A APL/ASCII.

# TABLE 2 CONNECTION TO MODEM, EIA RS-232 INTERFACE CONNECTOR TYPE CINCH DB-25

PIN ASSIGNMENT	FUNCTION
2	Transmit Data Mark = $-6V$ , space = $+6V$
3	Receive Data Mark = $-V$ , space = $+V$
4	Request to send +12 Volts
5	Clear to send
7	Signal Ground
8	Carrier on
10	Current loop receive +
11	Current loop receive -
20	Data terminal ready +12 Volts
18	Current loop Xmit +
25	Current loop Xmit -

### INTERFACE INFORMATION

#### RS-232 Printer Interface

PIN ASSIGNMENT	<u>FUNCTION</u>
3	Transmit data mark = $-6V$ , space = $+6V$
6	Request to send +12 Volts
8	Data terminal ready +12 Volts
7	Signal Ground

#### MAINTAINABILITY

The terminal is comprised of a group of modular sub-assemblies, bolted on a rigid metal chassis. The standard logic functions are contained on a group of four printed circuit cards mounted in a single card cage. All logic function cards are readily removable. The backplane wiring for the card cage is accessible by removing the back panel.

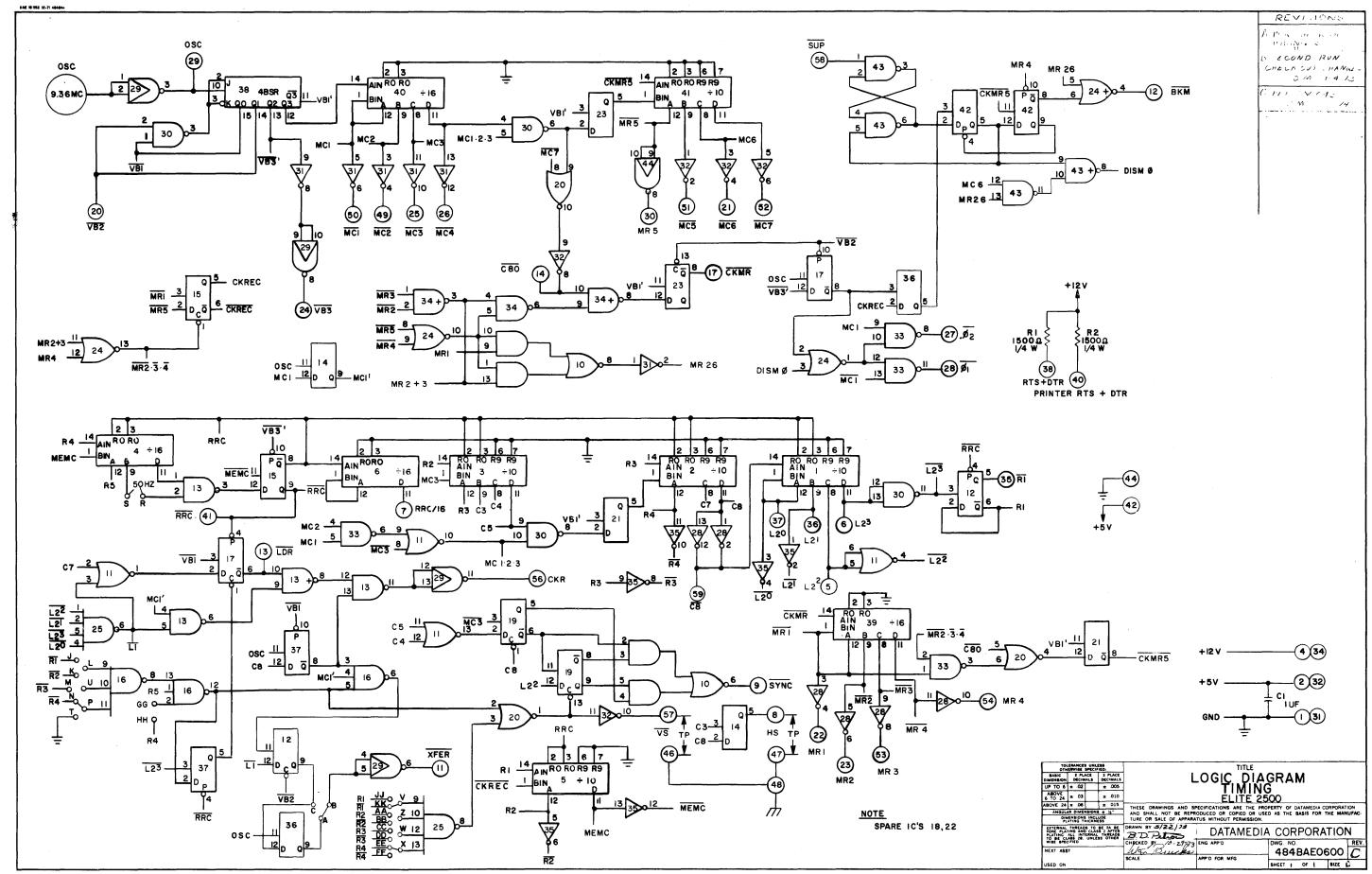
The power supply is a sub-assembly bolted to the main frame below the video monitor. The video monitor is a readily replaceable sub-assembly which is plug-connected to the control section of the terminal.

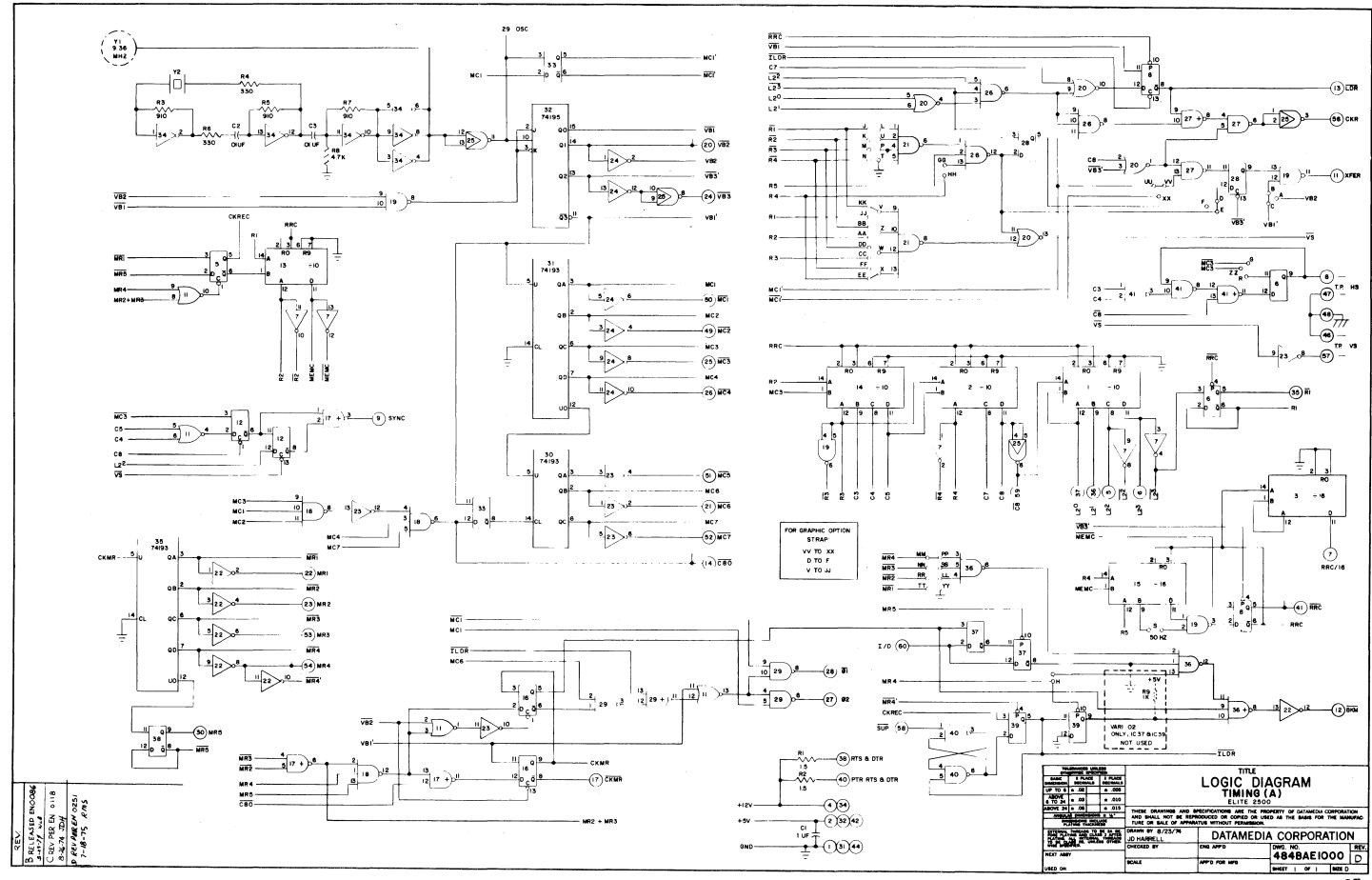
### MODULE REPLACEMENT

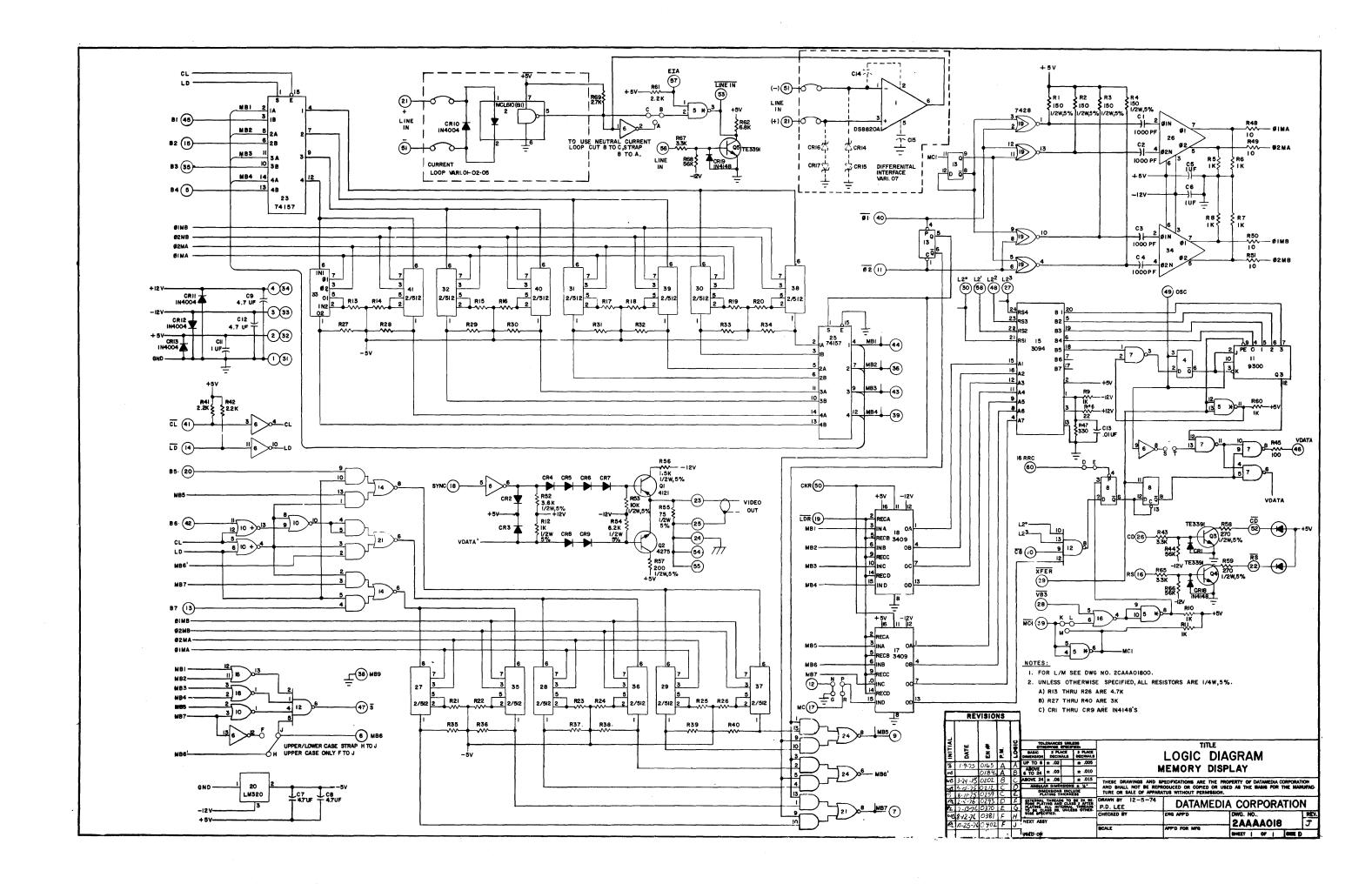
The modular construction of the terminal lends itself to this approach; it is quite simple to diagnose video monitor or power supply failures, and replacement of either sub-assembly is also quite simple. Logic card failure can be diagnosed even if their functions are not known by a simple card substitution test. The above mentioned procedures, in most cases, will permit rapid restoral of normal operation. Problems with the keyboard can be similarly isolated.

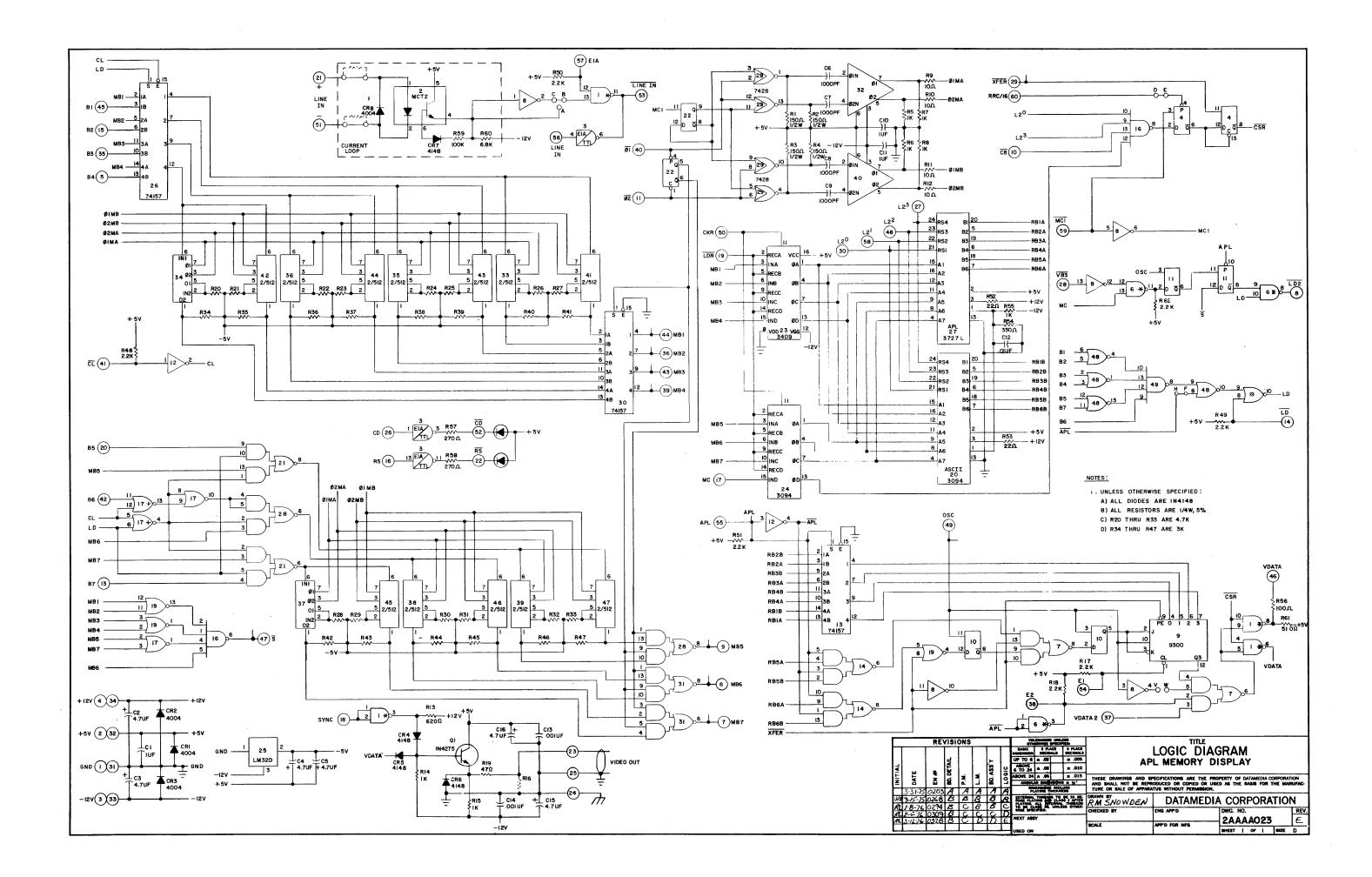
#### P.C. CARD REPAIR

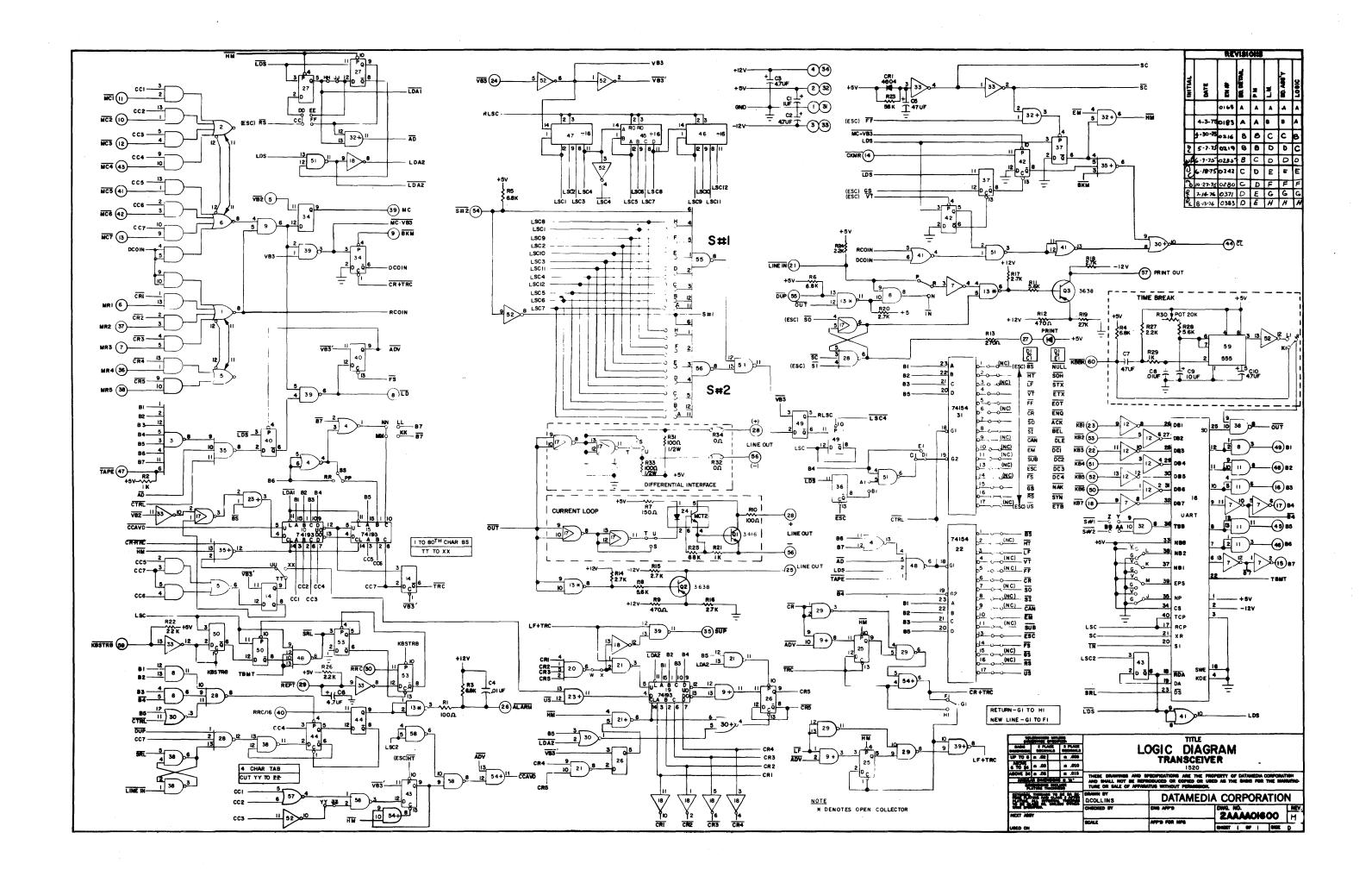
All sub-assemblies are burned-in and tested for a minimum of 72 hours before shipment; however, if a problem should occur, the factory or local facility has adequate test equipment on hand to permit rapid isolation of card and/or component failure.

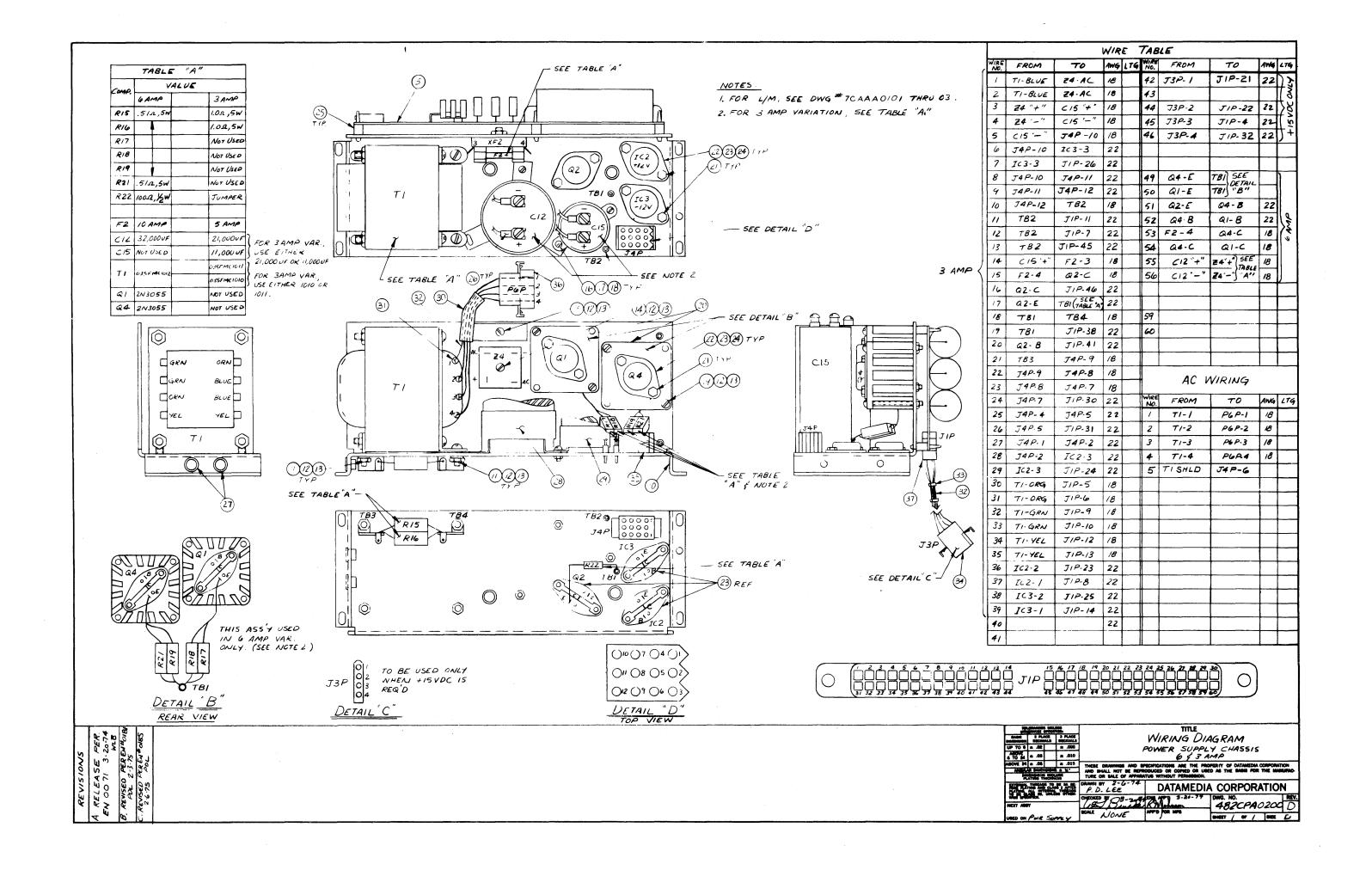


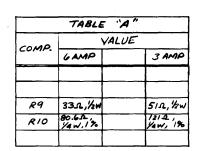


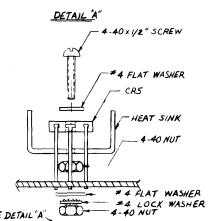


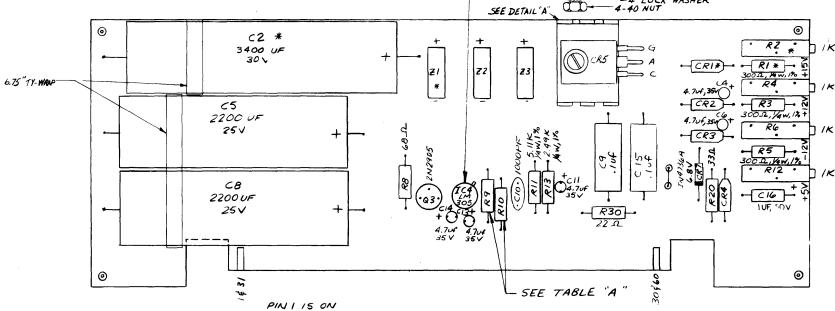












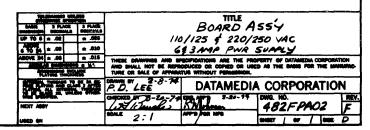
SEE DETAIL BY



COMP. SIDE

#### NOTES:

- 1. FOR LIM SEE DWG NO. 182EPA0200
- 2. ZI, ZZ & Z3 ARE F9038-20 BRIDGE RECTIFIERS.
- 3. CRI THRU CR4 ARE 3A, SOV DIODES.
- 4. UNLESS OTHERWISE SPECIFIED, ALL RESISTORS ARE 1/2 W.
- 5. \* PARTS NOT NEEDED WHEN +15V IS NOT USED



REVISIONS
A. RELEASE PER

EN0071 3-20-74

WLB 8-24-74

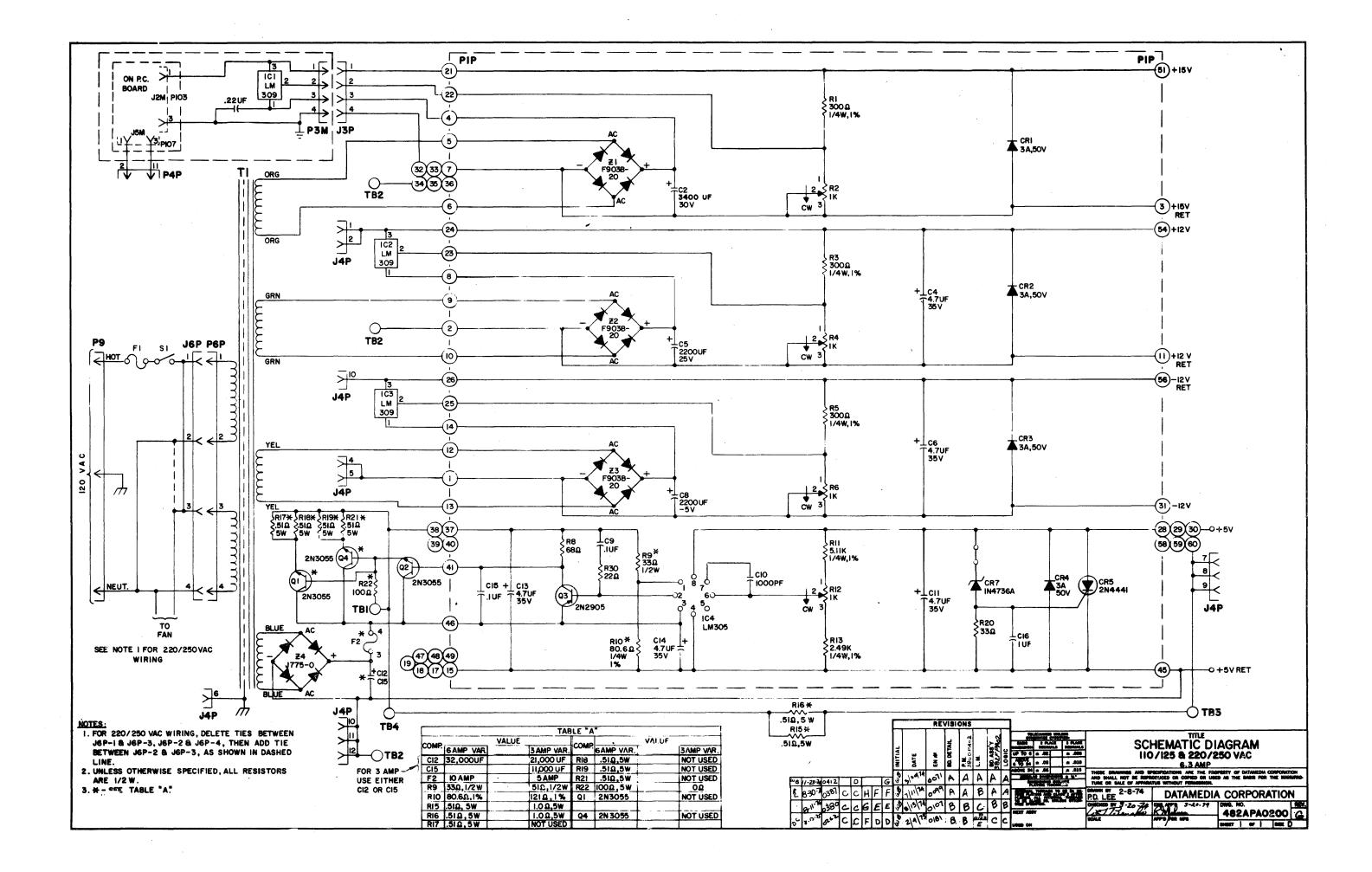
8-11-76 WB

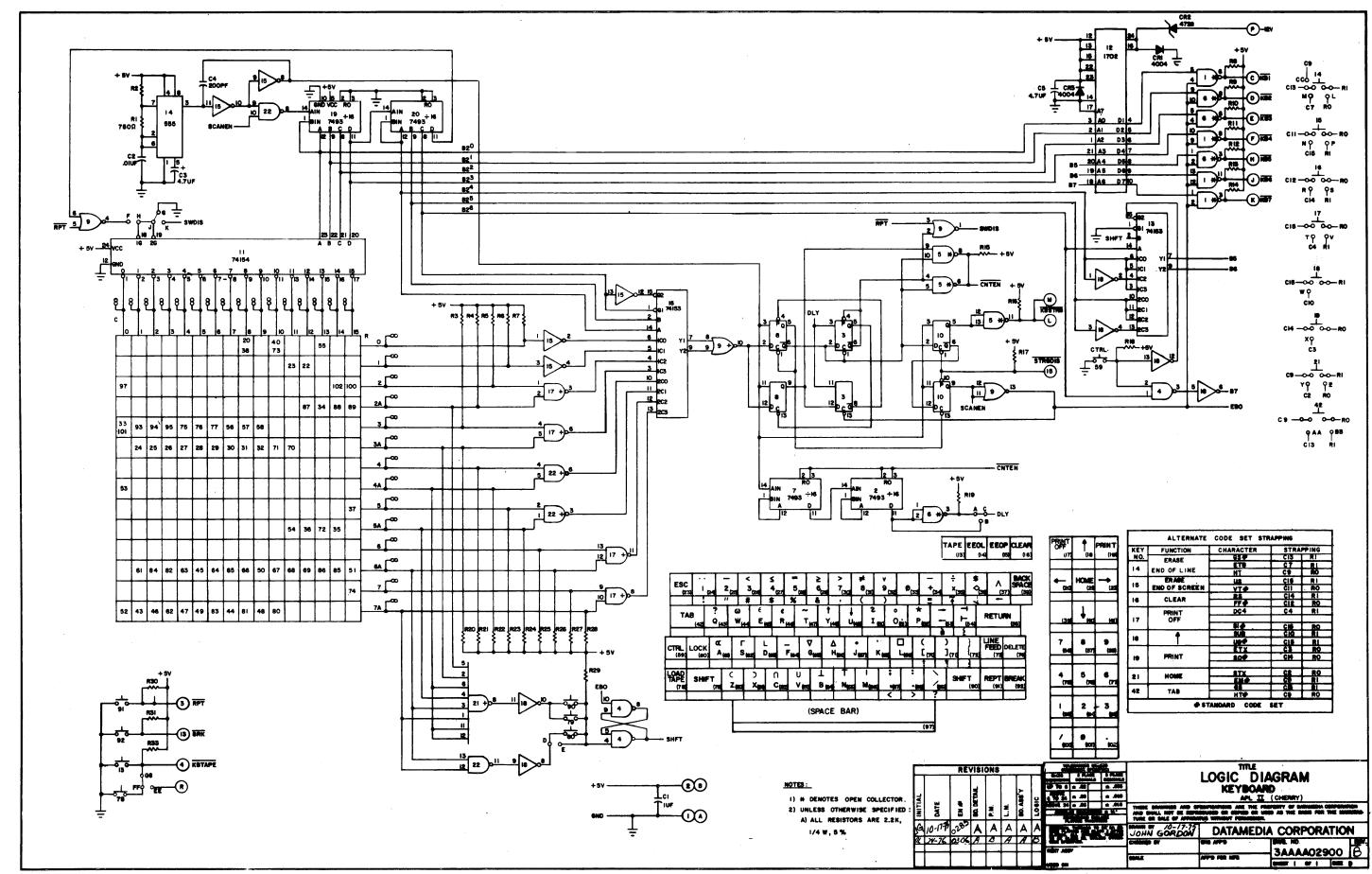
PER EN 0/8/ WB 2-4-75

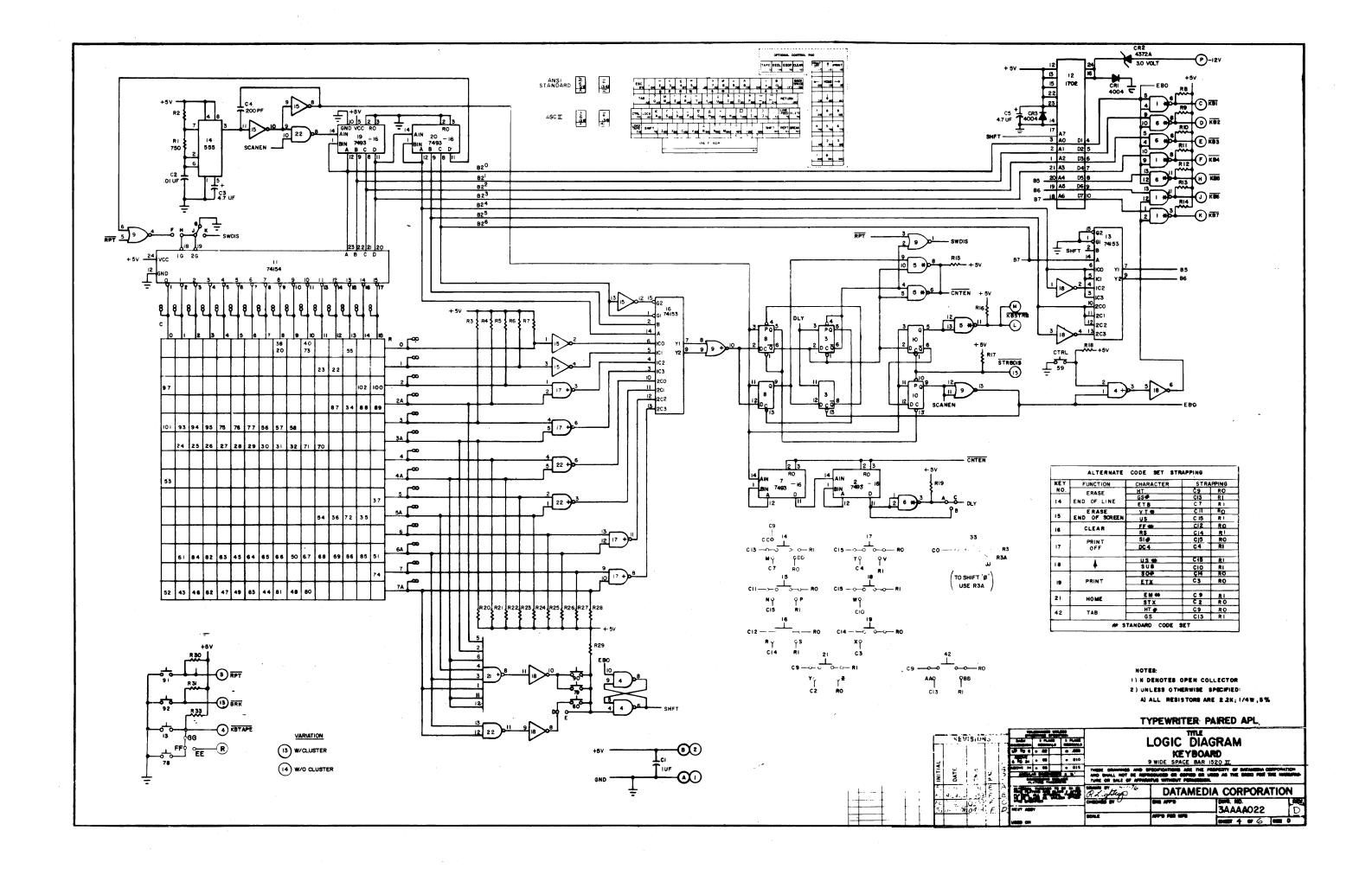
B. PER EN 0107

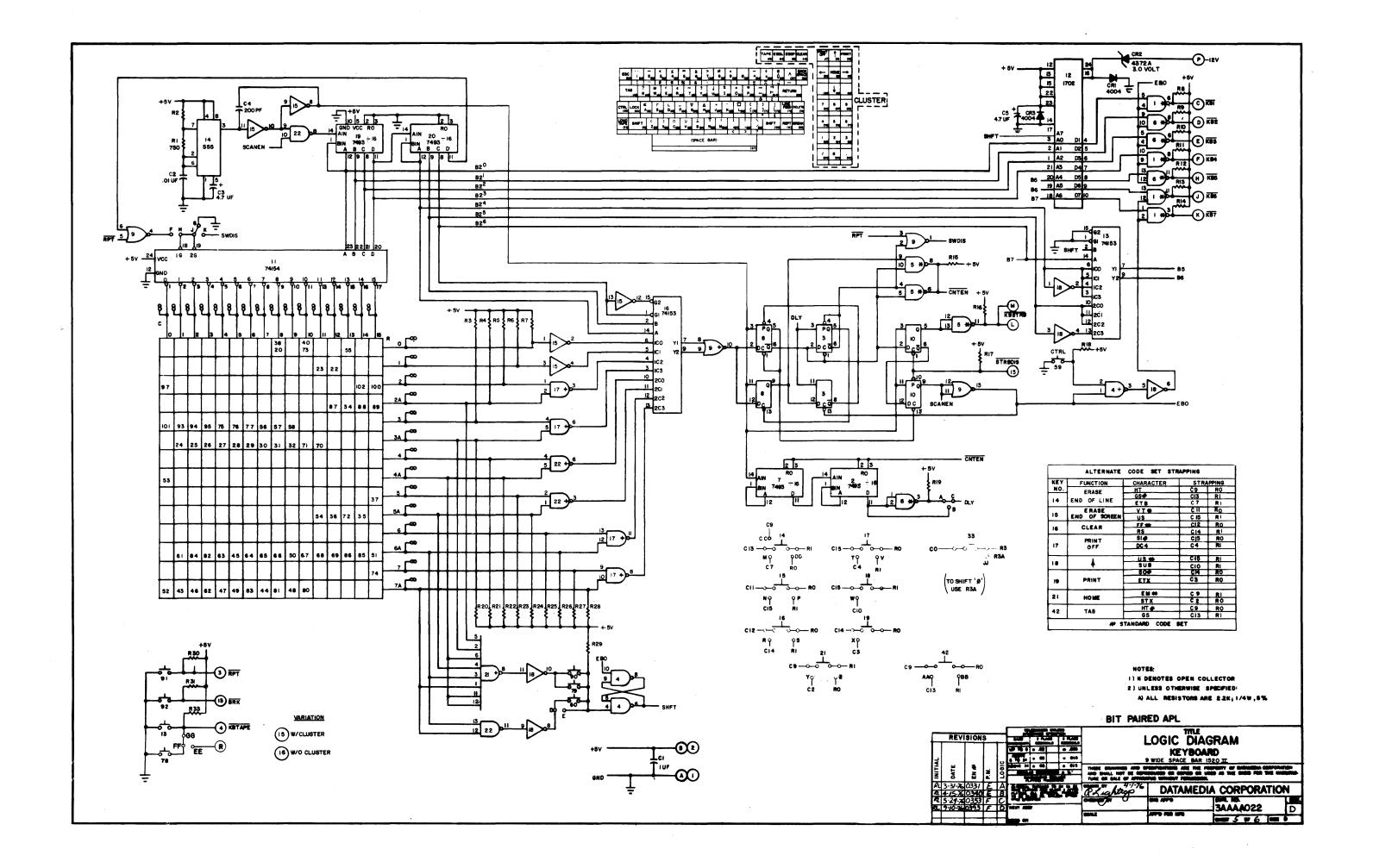
DC 8-13-75 E PER EN 0380

F PER EN 0387 RL 8:30-76









## X-Y ADDRESSING FOR ELITE 1520A APL/ASCII CURSOR ADDRESS

Character	Address							
Dec.	B <sub>7</sub>	<sup>B</sup> 6	B <sub>5</sub>	В4	<sup>B</sup> 3	<sup>B</sup> 2	<sup>B</sup> 1	ASCII
1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 21. 22. 23. 24. 25. 27. 28. 29. 31. 32. 33. 34. 35. 36. 37. 38. 39. 39. 39. 39. 39. 39. 39. 39. 39. 39	000000000000000000000000000000011111111	111111111111111111111111111111100000000	000000000000000111111111111111100000000	000000011111111000000001111111111000000	00001111000011111000001111100000111110000	00110011001100110011001100110011001100110	0101010101010101010101010101010101010101	SPACE!"#\$%&.()*+/0123456789:;<=>?@ABCDEFGHIJKL

## X-Y ADDRESSING FOR ELITE 1520A APL/ASCII

## Character Address (continued)

Dec.	<sup>B</sup> 7	<sup>B</sup> 6	<sup>B</sup> <sub>5</sub>	B <sub>4</sub>	<b>B</b> <sub>3</sub>	<b>B</b> <sub>2</sub>	<sup>B</sup> 1	ASCII
46. 47. 48. 50. 51. 55. 55. 55. 55. 55. 56. 66. 67. 68. 71. 72. 73. 74. 75. 77. 78. 79.	111111111111111111111111111111111111111	000000000000000001111111111111111111111	00011111111111111100000000000000000	1110000000111111111000000001111111111	11100000111110000111110000011111	011001100110011001100110011	101010101010101010101010101010101	MNOPQRSTUVWXYZ[\]^+ \ abcdefghijk1mno

## X-Y ADDRESSING FOR ELITE 1520A APL/ASCII

## Row Address

	B <sub>7</sub>	<sup>B</sup> 6	B <sub>5</sub>	B <sub>4</sub>	<b>B</b> 3	<b>B</b> <sub>2</sub>	<b>B</b> <sub>1</sub>
1.	x	x	0	0	0	0	0
2.	x	x	0	0	0		1
3.	x	x	0	0	0	1	0
4.	x	x	0	0	0	0 1 1	1
5.	x	x	0	0	0	0	0
6.	x	x	0	0	1	0	1
7.	x	x	0	0	1	1 1	0
8.	x	x	0	0 1 1 1 1 1 1 0 0	1		1
9.	x	x	0	1	0	0	0
10.	x	x	0	1	0	0	1
11.	x	x	0	1	0 0 1	0 1 1	0
12.	x	x	0	1	0	1	1
13.	X	x	0	1		0	0
14.	x	x	0	1	1	0	1
<b>15</b> .	x	x	0	1	1	1 1	0
16.	x	x	0	1	1		1
17.	x	x	1 1	0	0	0	0
18.	x	x	1		0	0 1	1
19.	x	x	1	0	0	1	0
20.	x	x	1	0	0	1	1
21.	x	x	1 1	0 0 0	1	0	0
22.	x	x		0	1	-0	1
1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24.	x	x	1 1	0	1	.0 1 1	010101010101010101010
24.	x	x	1	0 1	1	1	1
25.	x	x	1	1	0	0	0

#### WARRANTY

The Warranty Period for the equipment is ninety (90) days commencing from the receipt of each unit.

Under the Warranty, Datamedia Corporation will correct any defects in materials and workmanship when the unit or relevant sub-assembly is returned to the factory prepaid. Written authorization must be obtained and confirmed in writing by Datamedia Corporation before returning units or sub-assemblies to the factory.

Under this Warranty, Datamedia Corporation will provide the necessary components required by the customer to repair the unit in the field. The components will be shipped, prepaid, on an invoice which will be cancelled upon receipt of the defective components at the factory. When ordering components for repair or replacement, the Model Number and Serial Number of the unit must be included on the customer request.

This Warranty is invalid if the Terminal is subject to misuse, abuse, neglect, accident, improper installation or application, alteration or negligence in use, storage, transportation or handling and where the Serial Number has been removed, defaced or changed.